

## Amendments to Specification

Please change a paragraph from line 13 to line 19 on page 1, as follows:

In an online game enjoyed by participants through a network, different from an offline game, as adversaries ~~is~~ are generally at a remote ~~site~~ sites, it is very difficult to search the adversaries. Namely in the online game, although the adversary is a man, at present a means for making it possible to easily find out an adversary is not available, so that a participant in a game depends on promise with his or her friend or accidental encounter in a chat room or the like in finding the adversary for the game.

Please change paragraphs from line 3 on page 2 to line 4 on page 3, as follows:

Japanese Patent Laid-Open Publication No. HEI 11-57215 discloses a network game system for playing a game match among an unspecified number of participants on a communication network comprising a server device having a user information storage means for storing therein information for a plurality of participants, a game match requirement response means for differentiating, upon receipt of a requirement for a game match, users having ~~transmitting~~ transmitted the requirement for game match from other users as that queuing a match, and a player selection processing means for deciding a combination of users having been differentiated as those in queue for a game; and a client device having a game match requirement means for outputting the requirement for a game match to the server device.

In the network game system described above, the player selection means in the server device automatically ~~select~~ selects players for a game, so that the work to be performed by a player to select an adversary for the game is not required, which improves the convenience a little. ~~However, a~~ The client device constituting the network game system also comprises a player requirement means for outputting a requirement for a game to a the server device and also for receiving the player requirement transmission timing information

specifying timing for transmitting a requirement for a player from the server device; and a player requirement means for outputting, at the timing specified by the player requirement transmission timing information, the requirement for a player to the server device and also for receiving information for the player from the server device, so that the client device can process the information for specifying the timing in selection of a player, but can not start the game immediately like in an offline game.

Please change a paragraph from line 12 to line 22 on page 3, as follows:

The participant search method in an online game or in an online chat system according to the present invention is characterized in that, when a online game or an online chat system is started in a network to which a plurality of subscribers ~~are~~ is connected with a network server as a core, the network server which receives the participant search information from one subscriber collates attribute information for network subscribers stored in the server to the participant search information, selects subscribers who match the attribute information and are now being connected to the network, distributes participant recruiting information to the subscribers, and returns the participation acceptance information for the subscribers who accepted the recruiting information.

Please change a paragraph from line 14 to line 16 on page 4, as follows:

The network terminal ~~should~~ preferably comprises an ID storage section for selecting candidates for ID exchange from network subscribers and storing the subscribers IDs therein.

Please change a paragraph from line 12 to line 22 on page 6, as follows:

At first, the match demander clicks on a connection button 31 on the default screen to connect the demander's terminal through a network to the network server S. Then to set conditions for the adversary, the demander selects a game selection radio button 32

~~from among~~ between the game selection radio button 32 and a chat selection radio button 33 to open a game selection pull-down menu 34 for selecting a desired game not shown in the figure. Then the demander ~~input~~ inputs a number of the demanders team members in an input column 35 for a number of the demanders team members (Note that this operation is not required in a one ~~vs~~ versus one game), and clicks on an adversary call button 36a. It is needless to say that, in a case of a game in which a team comprising a plurality of members plays a game with another team also comprising a plurality of members, the demanders team members have been decided at this timing.

Please change paragraphs from line 21 on page 7 to line 3 on page 8, as follows:

The terminal B also has the same control screen 30 as that in the terminal A, and displays the screen 29 for a game or chatting described above or the screen for the stand-by state (a) shown in Fig. 3, and when the recruiting signal 22 is received, a match call button 41 flickers, and the screen for the call receiving state (b) shown in Fig. 3 is displayed. It should be noted that, in Fig. 3, the reference numeral 42 indicates a call button ~~flickers~~ flickering when the terminal B receives the recruiting signal 22 for chatting.

Please change a paragraph from line 4 to line 11 on page 9, as follows:

Fig. 4 is a block diagram showing basic configuration of the adversary search processor, and a communication control section 100, a communication server section 200, and a communication control section 300 each constituting the match search processor according to the present invention are shown at each of the terminal A, network server S, and terminal B. In addition to the components described above, a game control section ~~or~~ and a game server section required for playing the game are provided to the terminal A, terminal B, and network server S respectively.

Please change paragraphs from line 22 on page 13 to line 7 on page 14, as follows:

The adversary recruiting signal 22 is processed in the processing section 302 according to an instruction from the control section 301 transmitted via the receiving section 310 from the input/output interface 305 in the communication control section 300 at the terminal B corresponding to the IP address, and is stored in the storage section 308. The recruit signal 22 is sent via the input/output interface 305 to a terminal display section not shown in the figure, and a network name in the participant list 39 shown in Fig. 2 is lit for display ("new" is displayed when the specified network name has not been registered in the terminal B). In a case of the stand-by state (b), as shown in ~~Fig. 3(b)~~ Fig. 3, the match call button 41 flickers for display.